

MARVEL® COMICS GROUP



HANNA-BARBERA's

THE FLINTSTONES

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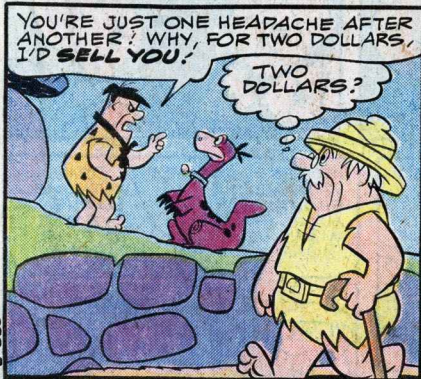
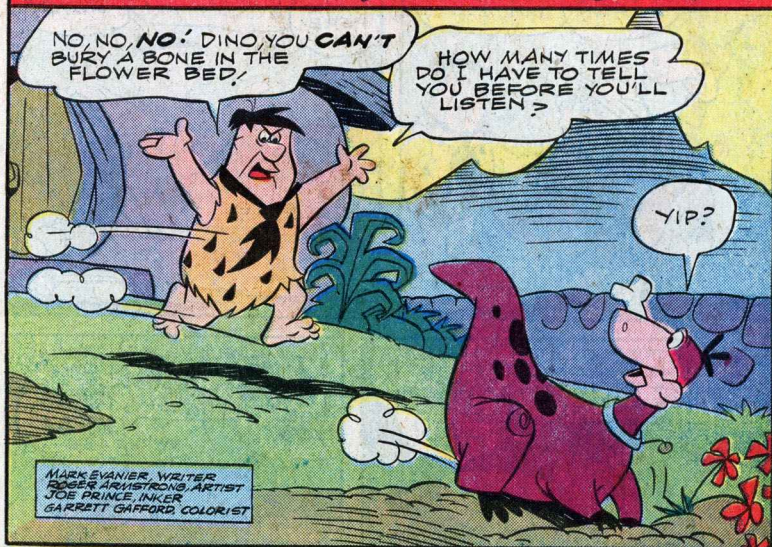


WHAT'S A
NICE DINO DOING
IN A STRANGE PLACE
LIKE TYRANNOLAND?

**DINO,
COME
HOME**



DINO, COME HOME



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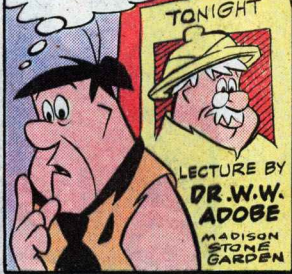
SOON,
IN
THE
HEART
OF
TOWN...

YOU **SOLD**
DINO...
DEAR,
SWEET
ADORABLE
DINO??

BARNEY, DON'T
YOU START
WITH ME! I TOLD
YOU...IT WAS
A **MISTAKE!**



NOW...WHERE DO I
FIND THE MAN WHO
BOUGHT DINO?
WHERE TO
START?



ALL DAY, FRED AND BARNEY
QUESTION PEOPLE....

AND, HAVING HAD NO SUCCESS,
FRED SPENDS A NONE-TOO-
PEACEFUL NIGHT ON THE
COUCH...

...AND
HE WAS
ABOUT
THIS
TALL!

SORRY! THE ONLY
PERSON WHO FITS
THAT DESCRIPTION
IS MY WIFE,
SWEETIE-PIE!



NO! **NO!** DON'T
SELL ME!
PLEASE DON'T!



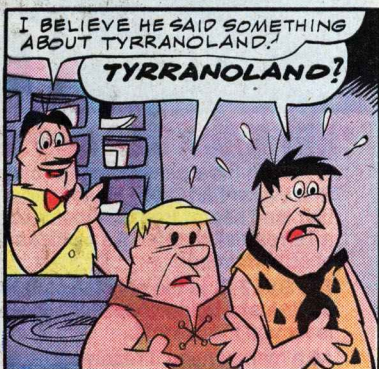
I'LL
BE A
GOOD
BOY!
DON'T
SELL
ME!

...AND HE COMES
WITH PAPERS!
ALL YOU HAVE
TO FEED HIM IS
AN OCCASIONAL
BONE!

ARF!
ARF!
YIP!
YIP!

I'LL TAKE HIM! DO
YOU HAVE A FLEA
COLLAR THAT
WILL FIT?

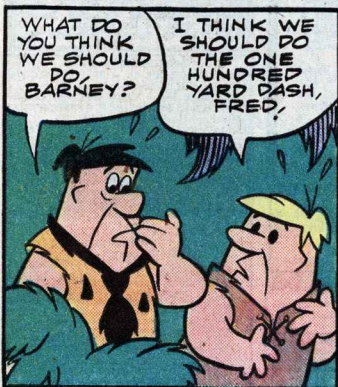
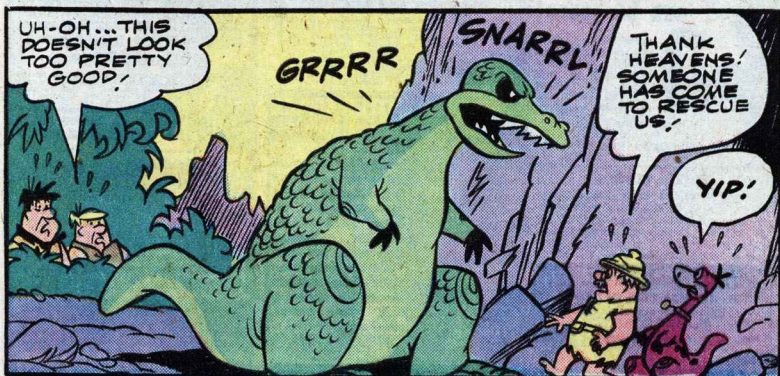
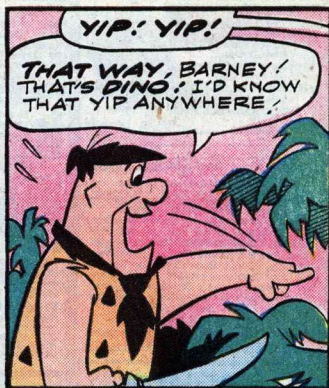


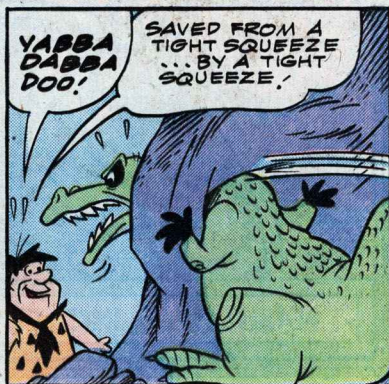


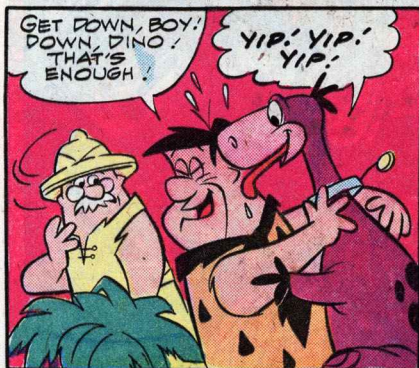
THERE'S JUST ONE THING TO DO = CHARTER A FLIGHT....



AFTER HOURS OF SEARCH....

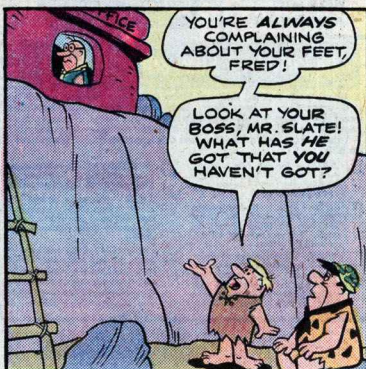
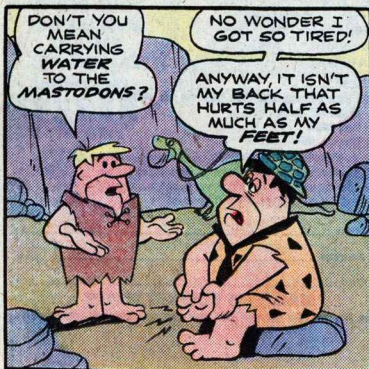
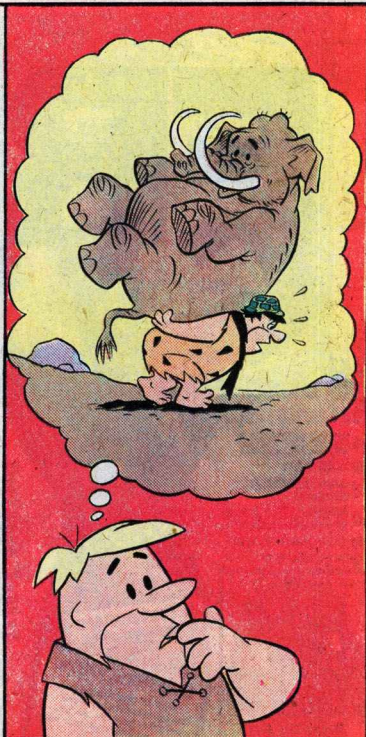
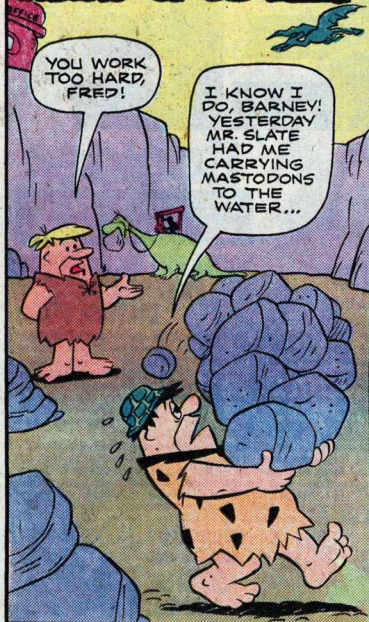


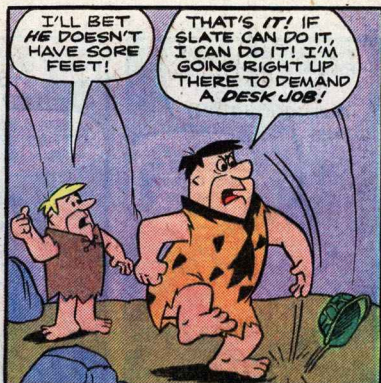
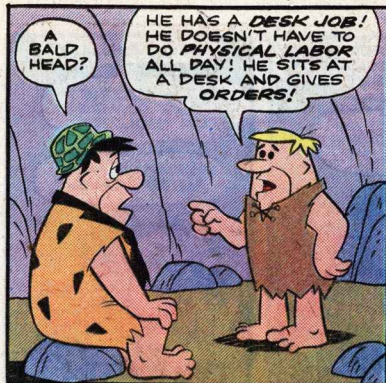


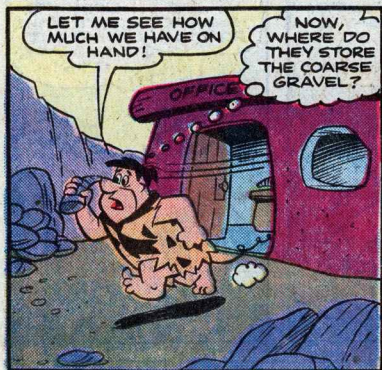


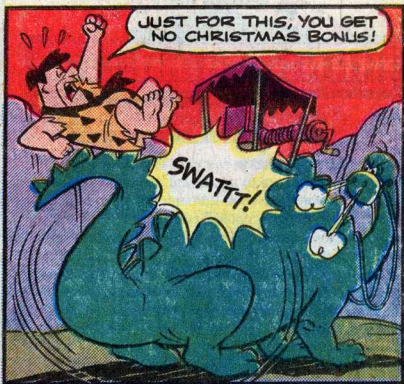
THE FLINTSTONES

AGONY OF DE FEET









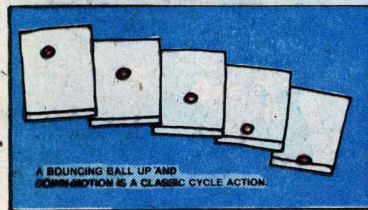
THE FUNTASTIC WORLD OF HANNA-BARBERA RECYCLING ANIMATION

Hey, out there, glad to see you! This is Wally Gator... and I'm here to talk to you about the Funtastic Recycling World of Hanna-Barbera. We all know about the recycling of cans, bottles, papers and water, but not many folks know that the animation business has been recycling for many years.

You probably also know that when you see me and my buddies acting on movie and TV screens we're really a lot of still drawings arranged in a sequence of positions. When the series of drawings is flashed at the rate of twenty-four pictures a second an appearance of motion is created. That's no secret, because all motion pictures are really a series of still drawings. Artists like to draw, but it is not fun to draw the same thing over and over again, so they find ways to recycle their animation whenever they can. They look for action cycles to save doing unnecessary drawings.



A simple cycle action that is easy to draw is a turning wheel. The illusion of a fast-moving wheel can be accomplished by simply using three drawings over and over again for as long as needed. A spoked wheel is made to move by making enough drawings between spokes to give the slow turning effect wanted. again, only a few drawings are needed to get a continuous flow of action.



A BOUNCING BALL UP AND DOWN ACTION IS A CLASSIC CYCLE ACTION.



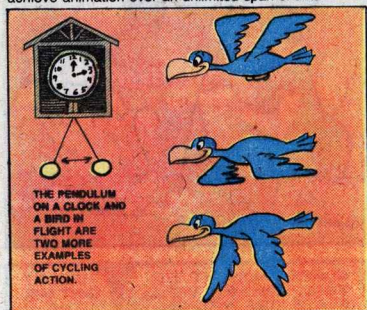
A WINDMILL IS ANOTHER GOOD EXAMPLE.

All kinds of actions can be found which have similar applications for re-using drawings in a cycle action. It might be a turning phonograph record, a spinning top, a whirling lasso, a windmill, an airplane propeller, or just about anything that turns in a regular pattern.

There are still many other actions that can become cycles even though they don't turn. A pendulum on a clock is a good example. Once the drawings have been made for a left to right motion, they can be repeated for the right to left action.

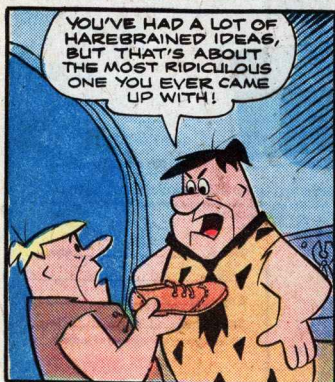
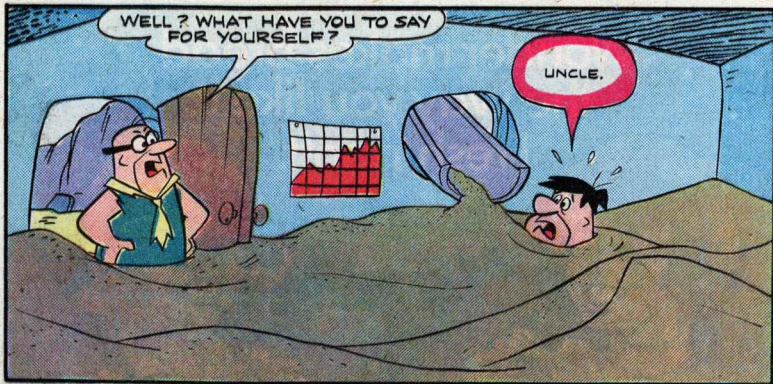
A bouncing ball up and down motion is a classic cycle action. This suggests other similar movements such as a yo-yo, or a monkey climbing a string.

One-direction cycles are often used in animation. A dripping faucet is a good example. A gushing stream of water is the same kind of cycle technique, as is falling rain and snow, a flowing river, a sea of waves, a geyser, puffing smoke, a sparkling star or a flaming rocket's jet. All of these actions use a few drawings to achieve animation over an unlimited span of time.



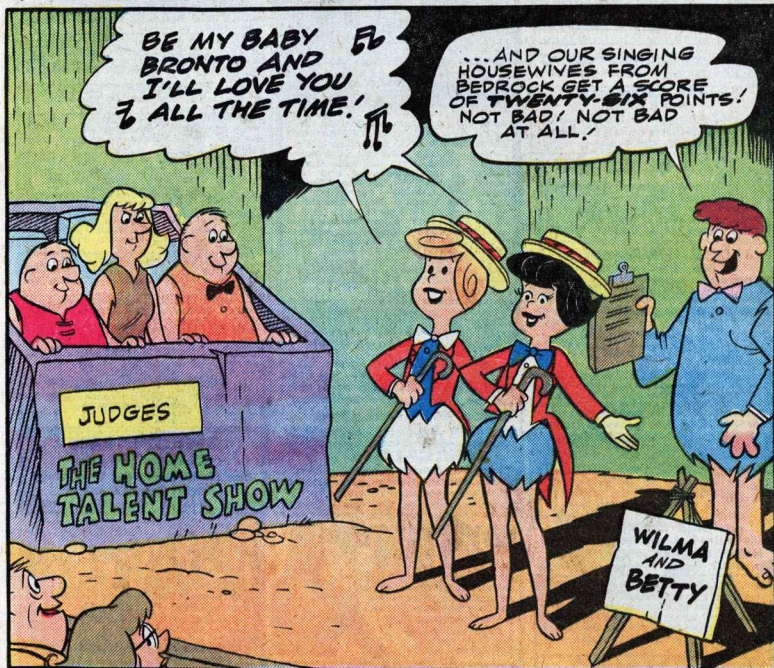
THE PENDULUM ON A CLOCK AND A BIRD IN FLIGHT ARE TWO MORE EXAMPLES OF CYCLING ACTION.

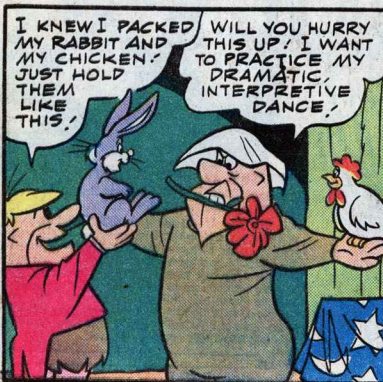
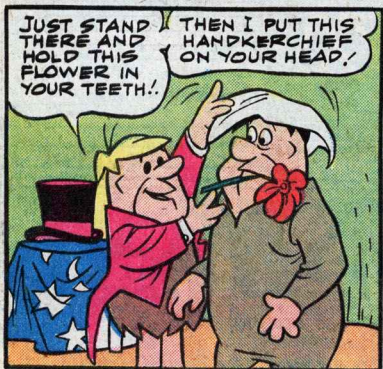
Action of characters often falls into cycle patterns also. A bird flying, a fish swimming, a person rowing a boat, swinging, crawling, walking or running, are all repeatable actions. For example, when you see me running very fast, the animator may need only four drawings of my legs in running position. By using the same four drawings over and over, the illusion of a long continuous run can be achieved. A normal walk may only need twelve drawings, while a very slow stroll might take twenty-four. But with these basic drawings I can be shown in action for as long as necessary, with no more drawings being made. So you see, that's what we mean by cycling and recycling animation in the Funtastic World of Hanna-Barbera. That's all for now. Watch for more stories about us. So long, I'll be cycling off!

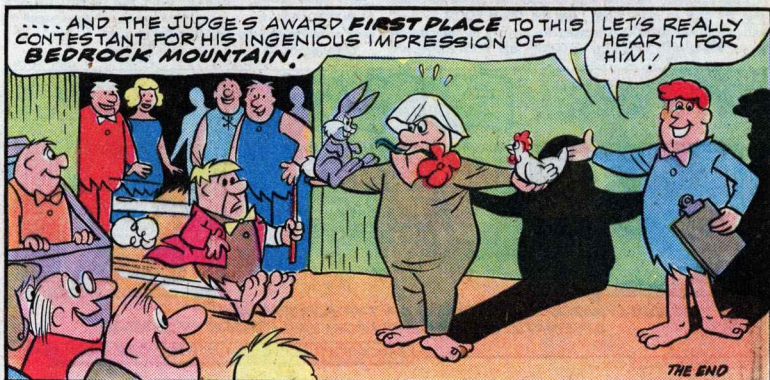
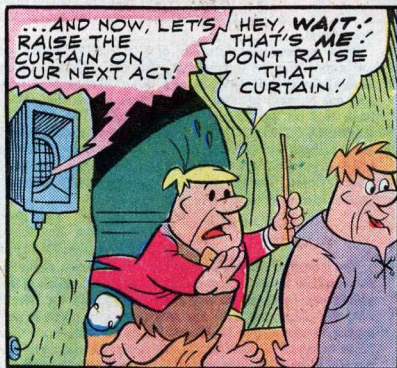
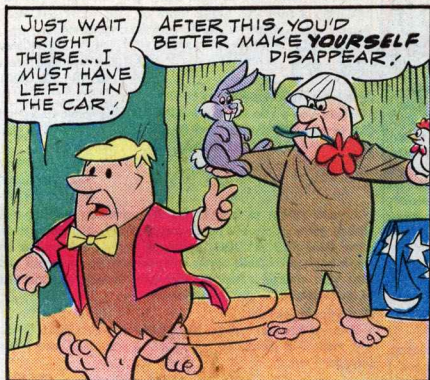


THE END

HANNA-BARBERA'S
THE FLINTSTONES **HIDDEN TALENT**







THE END

HANNA-BARBERA'S

YOGI BEAR

UNUSUAL PROSPECTS

I'M AFRAID YOU WON'T FIND ANY **VALUABLE MINERALS** HERE IN JELLYSTONE, SIR!

WELL, I SURE AIM TO TRY, SONNY!

OBSERVE, MY FURRY FRIEND... A PROSPECTOR HARD AT WORK! HE'S PROBABLY LOADED DOWN WITH PIC-A-NIC TYPE GOODIES!

THE RANGER ISN'T GONNA TO LIKE THIS, YOGI!

I ALWAYS SAY "THE RANGER ISN'T GONNA LIKE THIS" AND THE RANGER NEVER DOES LIKE WHATEVER IT IS...

BUT, SOMEHOW, THAT NEVER STOPS YOGI!

CARE TO SEE A FOR-REAL MAP TO ALL THE **GOLD** IN THESE PARTS, FORTY-NINER? IT'LL ONLY COST YOU ONE PICNIC BASKET!

I'M NOT LOOKIN' FOR GOLD!

DID I SAY "GOLD?" I'M SORRY- I MEANT TO SAY "SILVER!" THIS IS A MAP TO FIND SILVER!

SELL IT TO THE LONE RANGER! I'M NOT LOOKIN' FOR SILVER, EITHER!

